The works of Brett Nortje part 117 [Senior magic]

Enchant an item.

> If you want to enchant an item, to do what it does better, you need to understand the item. if it they are garden sheers, then you could think, while you are enchanting them, that they must become harper or something, magically of course. this can be done by thinking of the effect you want, and letting your subconscious work out the right emotions for it. then, you must hold it, to give it static electrical charges, or stare at it, emitting onto it photons dragging the electrons with them.
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> I usually stare at tea i make for people, and they tell me the first sip is 'different' but then the rest if great! the things you are looking for are for it to shine around the edges, and, maybe even change colors a little bit as you stare. the colors i see are, red, white, black and also a little bit of translucence. this is where it seems to disappear for a few split seconds, of course.
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> I suppose the photons bouncing off your eyes will go in all directions, but, if you connect your vision with the flow of them, then they will travel along the same path, and, back again, and so forth. this is because your eyes are close to your brain, so the neurotransmitters will be able to communicate with a direct charge quickly between your brain and your eyes.
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> Now, what you need to understand is that all drinks, if you want to make magical tea or coffee, have a chemical formula. by thinking of another formula, you may 'edit' the flavor of the drink to be more to your liking. this means, of course, that the natural gases will be able to influence the drink or food, and, will collect along the outside of the stream of photons and 'energy' and affect the drink.
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> If you know the exact way you want to edit it, you need to imagine a 'picture of the formula' and how it is held together.

Phantasmal killer [take two].

This spell i have been using with minor success, and find i can 'prick' people so they bleed if they annoy me. naturally, i want this to be common knowledge as then there will be less annoyance, the way i see it.

So, the way i do it is to focus on a wall, ceiling or floor, and then see some sort of 'shade' come upon it. i sued to not know what it was, until i thought violent thoughts about somebody and hurt them. it looks like a sword or space ship, but i now find it is actually just a sword. it is best to splay this image at dusk or night time, under candle light or dim lighting, of course.

Now, the way it works, according to me anyways, is for it to enter the universe as a 'collection of faeries.' where these faeries come from i have no idea, but, there is also one that looks like a 'sniper rifle.' these images are hallucinations and they can affect others by way of harming them if you were to take your hand as if you were holding a knife and stabbing them, or, firing off a shot with your 'rifle.'

So, if we were to observe how to do this, we need to make this image collect all the photons and

electrons - sub atomic particles in other words, and condense over the area we want to affect. this means, of course, the object travels at the speed of light to it's mark and then harms them.

If we were to focus on the wall, then we could just stare, and something unique for us might come up there. in the most basic understanding of it, the image will need to be simulated in use to be 'used.' this image is something that is drawn to you, or you to it, i have no idea.

So, as soon as you see the image, after your pupils go all wonky, then you can use it. this 'wonky affect' is due to staring at the wall and seeing your periphery or line of sight blend, making it disappear. of course, you might want to stare until you see something, or, of course, you could see it with your eyes closed, but better to be open, if you ask me.

New age telekinesis.

This i have been struggling with for a while. if you want to know what it is about, i refer you to star wars with the jedis that can make objects move without touching them. this is basically like moving something as if you were very strong and without touching it.

So, we know how to make things move by heating the air underneath them, like in mage hand from dungeons and dragons, but how does that translate into 'reality?' i suppose we could make a spider web from our hands to the object, a web of 'electron bonds,' and then add bonds to the 'web' by consuming atoms or particles into the melee of activity, and this would push it further away. to bring it closer, of course, you would want to expel 'atomic mass' from the 'web.'

To move up and down, and left and right, you would pull the web as if it were a yo yo and then watch it straighten out.

Teleportation [take six].

This spell has eluded me for so long. i think i might have what it takes to master it now though!

So, you want to bond with electrons from another part of the world. this bonding will see your own body travel along the 'web' and then stop moving when they reach the other side. if you still do not understand what this spell is, you need to watch x men with night crawler as he teleports a lot.

If you need to understand how mass moves, well, we are not really 'in place.' what i am saying is that we are merely the sum of the electron bonds around us holding all this 'mass' in place. this means, of course, that we are just bonded to our other parts, and held in place by things holding other things in place, like a rack of tins in the store with the dividers.

Now, to get from point [a] to point [b], you need to bond with the next web of electrons outside your body and move through the air, or, atoms. this means, you will bleed off into the air, and take the rest of you with you - picture a dam letting out water?

To get to the other point, you need to 'go through' the air - you need to go through mass too, so, they are made of materials that are natural, and will 'bend' for you to move through. all you need to do is separate the bonds that hold them together, or become one with them, become one with the next grain of cement, ans so forth until you are out of the cement or whatever and into the next location.

Of course, it is moving and getting through the objects that seem to be a problem?

If you were to make a hole in the thing you are moving through, by 'separating and resettling' the object, then you need only puncture the orbital shells. this can be done by using your own orbitals to separate temporarily and merge with the object and then reset them to your living form or anything you took with you.

To actually move, imagine a a web of energy drawing you nearer to the next point - like telekinesis. if you know more or less where you are going, or, you are into maths, you could imply that you want to move five meters forwards, or in a direction like north, and one inch upwards or against gravity. i suggest you go up as then you will not get stuck in the ground when you materialize.

Maybe if we were to observe how the photons work, well, they can go through things? obviously, we would want to move with the photons, as, they are the ones that travel, i think? they accelerate and are made of negative energy, so will bond with the quarks of the structure, and, then go right through it. the problem is, you need to also!

I would suppose that in moving through things, the denser it is, the harder it is to move through. if we were to walk, what is happening? i suppose it could be that our muscles are displacing things that are smaller than us, but, if we were to observe that a mist is much bigger, then it comes down to density. if you were to want to move through water, you would find yourself impeded, of course.

Now, if we were to 'light' ourselves, we could make a globe around us, that, will be made of electrons that are excited and will move with the photons that we are in control of, through our eyes, to the next location, as it appears, like in a car. this web of photons carries information to take us from one point to the next in a way of globe around us, coarsing with electrical energy that will go right through things as we move.

Fire storm!

I have always wanted to, even in fantasies, make a huge cascade of fire come from the heavens and devour the trees and animals under it, like a nuke, if you will. this spell has always looked so beautiful in my eyes, and i hope to make it a reality!

So, we need to focus on an area up in the sky, and our subconscious will work out the 'logistics.' these parameters will be where the fire starts, of course. to create a 'fire storm' of this type, without t.n.t. or natural fuels, we need to use the oxygen and carbon in the air to ignite it and keep it going. of course, this could be done as if it were a lightning bolt that reaches the target, then cascades downwards. or, we could send out a vector from our finger tips to the area we want it to start at, and, then make it spiral down? i think the vector to spiral works for me!

If we were to observe that we can start a fire like that with magic, as we can do with the fireballs, then we can make the fire start, by exciting the electrons. the problem is power. it will wuss out like long before it reaches the ground, instead we want to make it get stronger and stronger with each revolution.

So, we need the fire to fall, and, guess what, fire always falls! this means we can drop spiral upon spiral onto the target and then destroy the stuff under it! that can be done by lighting them at intervals - the atoms - quick intervals. this means, we want to drop fire onto the next oxygen and carbon atoms

ramming the fire downwards.

This fire could be started by anyone knowing of the lightning bolt spell. this spell i have covered twice, but, it is about exciting electrons with your own neural networks.

Dispel magic.

There comes a time when some magic needs to be 'ended.' this would be when someone is trying to hurt you with magic, i would suppose, and, then you would want to stop it, yes?

To cancel a spell, you could mentally contact the person who cast the spell, and have it reversed. this can be done with a 'probe,' and extension of yourself to the other person's mind, and then reversing it yourself from their side.

Blind and mirror image.

This will disorient your enemies as they will see a few of you 'out there' and they will all do what you do, like a hallucination of a lot of you. this will make it easier to at least escape from a mugger or something, or, if you are a police person, you might be able to scare off robbers.

So, if you want to make mirror images of yourself, you need to either focus on the person'e eyes or you need to create images of yourself, or, both!

First, let's see if we can affect their sight? if you were to lock eyes with them, the stream of photons 'reflecting' you into their eyes can be altered by gathering more atoms on the way in, or, more photons from around the area that they are traveling through or in, and smack the against the eyes of the opponent. this can be done by 'charging' the stream by emitting 'free electrons' that gather other things to them, and will leave a still forming impression on the person's iris.

Then, let's see if we can make illusions of ourselves? this can be done with a lot of energy, and making people 'see double' a lot. one way to do this is to make the targets pineal gland, as that is where our hallucinations come from. so, you want to tweak the nerves from a light source to so that the light going in is intense, not in power, but in copies of the message. so, you will want lots of light sources, so as to maximize the amount of incoming light into their eyes. this can be done by creating faerie lights, that will shine and disorient them, be it one person or a few, i am not sure, but the light sources will take care of them 'spying you.'

These light sources should come from your own energy, as, they will be emitted by your body. this will be where you appear to be 'made of light,' so at least one natural light source is required. instead of enchanting an item, you will be enchanting yourself, of course, so you need to excite the photons around your outline in places to get this done.

'Exciting your outline' can be done by emitting free electrons into the air around you, bonding with photons and stuff through their electrons, temporarily, or, every other half second.